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Amendments to the Claims:

This listing of claims will replace all prior versions, and listing, of claims in the application:

Listing of Claims:

1. (currently amended) A method of playing a card game, comprising:

ranking cards to have point values such that Aces $\neq \underline{\text{equal}}$ 11 points, Kings, Queens, Jacks and Tens each $\neq \underline{\text{equal}}$ 10 points, and Twos through Nines $\neq \underline{\text{equal}}$ the numerical value displayed on the card;

setting a minimum point value to be obtained by each player and a dealer of the card game;

all players playing a hand of the card game place a first bet, whereby there is at least one player and a dealer;

the dealer deals two cards face down of a three card hand to all players and to the dealer;

each player reviews the player's player's own hand two cards and decides to stay or fold, if a player decides to fold, the player exits the hand and loses the what the player bet and if a player stays, the player must place an additional bet to stay;

the dealer deals one card face down to all remaining players who have chosen to stay and to the dealer; and

all cards of the remaining players are turned face up and point values for each player and dealer are totaled individually to decide a winner, whereby

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to total point values for each remaining hands and decide the winner, the following is applied:

point value of each hand is totaled by adding up the ranking points of cards of a same suit in each hand, unless the player has a hand of three (3) of a kind or hand of an Ace, King and Queen of the same suit;

all three (3) of a kind hands are an equal value of thirty and one-half (30 1/2) points;

a hand of an Ace, King and Queen of the same suit equals a point value of thirty-one (31); and

any player who has less than the minimum point value after the three cards are dealt automatically loses that hand of the game.

- 2. (original) The method of claim 1, wherein all ties when the point values of the hands are totaled, over the minimum point value, between the player and the dealer are a push.
- 3. (original) The method of claim 1, wherein there is a bonus jackpot in the card game which can be won by placing a bonus bet at the beginning of the hand and obtaining a hand of an Ace, King and Queen of the same suit.
- 4. (original) The method of claim 1, wherein the set minimum point value is sixteen (16).
- 5. (original) The method of claim 1, wherein a casino table layout is used to play the card game; wherein the casino table layout has an ante circle labeled for each player to place an initial bet in the ante labeled circle; wherein the casino table layout has stay circle labeled spots for each player to place an additional bet in the stay labeled circle; wherein the casino table

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layout has bonus circle labeled spots for each player to place a bonus bet in the bonus labeled circle; and wherein the casino table layout has three (3) rectangular spots for the dealer to place the dealer cards.

- 6. (original) The method of claim 1, wherein all ties when the point values of the hands are totaled, over the minimum point value, between the player and the dealer are a push and wherein the set minimum point value is sixteen (16).
- 7. (original) The method of claim 1, wherein there is a bonus jackpot in the card game which can be won by placing a bonus bet at the beginning of the hand and obtaining a hand of an Ace, King and Queen of the same suit and wherein the set minimum point value is sixteen (16).
- 8. (original) The method of claim 1, wherein all ties when the point values of the hands are totaled, over the minimum point value, between the player and the dealer are a push; wherein there is a bonus jackpot in the card game which can be won by placing a bonus bet at the beginning of the hand and obtaining a hand of an Ace, King and Queen of the same suit; and wherein the set minimum point value is sixteen (16).
- 9. (original) The method of claim 2, wherein a casino table layout is used to play the card game; wherein the casino table layout has an ante circle labeled for each player to place an initial het in the ante labeled circle; wherein the casino table layout has stay circle labeled spots for each player to place an additional bet in the stay labeled circle; wherein the casino table layout has bonus circle labeled spots for each player to place a bonus bet in the bonus labeled circle; and wherein the casino table layout has three (3) rectangular spots for the dealer to place the dealer cards.
- 10. (original) The method of claim 3, wherein a casino table layout is used to play the card game; wherein the casino table layout has an ante circle labeled for each player to place an initial bet in the ante labeled circle; wherein the casino table layout has stay circle labeled spots

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for each player to place an additional bet in the stay labeled circle; wherein the casino table layout has bonus circle labeled spots for each player to place a bonus bet in the bonus labeled circle; and wherein the casino table layout has three (3) rectangular spots for the dealer to place the dealer cards.

11. (original) The method of claim 5, wherein a casino table layout is used to play the card game; wherein the casino table layout has an ante circle labeled for each player to place an initial bet in the ante labeled circle; wherein the casino table layout has stay circle labeled spots for each player to place an additional bet in the stay labeled circle; wherein the casino table layout has bonus circle labeled spots for each player to place a bonus bet in the bonus labeled circle; and wherein the casino table layout has three (3) rectangular spots for the dealer to place the dealer cards.

12. (original) The method of claim 6, wherein a casino table layout is used to play the card game, wherein the casino table layout has an ante circle labeled for each player to place an initial bet in the ante labeled circle; wherein the casino table layout has stay circle labeled spots for each player to place an additional bet in the stay labeled circle; wherein the casino table layout has bonus circle labeled spots for each player to place a bonus bet in the bonus labeled circle; and wherein the casino table layout has three (3) rectangular spots for the dealer to place the dealer cards.

13. (original) The method of claim 7, wherein a casino table layout is used to play the card game; wherein the casino table layout has an ante circle labeled for each player to place an initial bet in the ante labeled circle; wherein the casino table layout has stay circle labeled spots for each player to place an additional bet in the stay labeled circle; wherein the casino table layout has bonus circle labeled spots for each player to place a bonus bet in the bonus labeled circle; and wherein the casino table layout has three (3) rectangular spots for the dealer to place the dealer cards.

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14. (original) The method of claim 8, wherein a casino table layout is used to play the card game; wherein the casino table layout has an ante circle labeled for each player to place an initial bet in the ante labeled circle; wherein the casino table layout has stay circle labeled spots for each player to place an additional bet in the stay labeled circle; wherein the casino table layout has bonus circle labeled spots for each player to place a bonus bet in the bonus labeled circle; and wherein the casino table layout has three (3) rectangular spots for the dealer to place the dealer cards.

- 15. (original) The method of claim 1, wherein the method is played in an electronic form.
 - 16. (currently amended) A method of playing a card game, comprising:

ranking cards to have point values such that Aces \neq equal 11 points, Kings, Queens, Jacks and Tens each \neq equal 10 points, and Twos through Nines \neq equal the numerical value displayed on the card;

setting a minimum point value to be obtained by each player of the card game;

dealing three eards to all players; and

all cards of the players are totaled to determine a individual point value for each player to decide a winner, whereby to total point values for each player and decide the winner the following is applied:

point value of a hand is totaled by adding up the ranking points of cards of a same suit in each hand, unless the player has a hand of three (3) of a kind or hand of an Ace, King and Queen of the same suit;

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all three (3) of a kind hands are an equal value of thirty and one-half (30 ½) points;

a hand of an Acc, King and Queen of the same suit equals a point value of thirty-one (31); and

any player who has less than the minimum point value after the three cards are dealt automatically loses that hand of the game.

- 17. (original) The method of claim 16, wherein the set minimum point value is sixteen (16).
 - 18. (original) The method of claim 16, wherein the method is played in an electronic form.
 - 19. (currently amended) A method of playing a card game, comprising:

ranking cards to have point values such that Aces \neq equal 11 points, Kings, Queens, Jacks and Tens each \neq equal 10 points, and Twos through Nines \neq equal the numerical value displayed on the card;

setting a minimum point value to be obtained by each player of the card game;

all players playing a band of the card game place a first bet;

dealing two cards face down of a three card hand to all players;

each player reviews the player's player's own hand two cards and decides to stay or fold, if a player decides to fold, the player exits the hand and loses the what the player bet and if a player stays, the player must place an additional bet to stay;

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dealing one card face down to all remaining players who have chosen to stay; and

all cards of the remaining players are turned face up and point values for each player are totaled individually to decide a winner, whereby to total point values for each remaining hands and decide the winner, the following is applied:

point value of each hand is totaled by adding up the ranking points of cards of a same suit in each hand, unless the player has a hand of three (3) of a kind or hand of an Ace, King and Queen of the same suit;

all three (3) of a kind hands are an equal value of thirty and one-half (30 ½) points;

a hand of an Ace, King and Queen of the same suit equals a point value of thirty-one (31); and

any player who has less than the minimum point value after the three cards are dealt automatically loses that hand of the game.

- 20. (original) The method of claim 19, wherein there is a bonus jackpot in the card game which can be won by placing a bonus bet at the beginning of the hand and obtaining a hand of an Ace, King and Queen of the same suit.
- 21. (original) The method of claim 1, wherein the set minimum point value is sixteen (16).